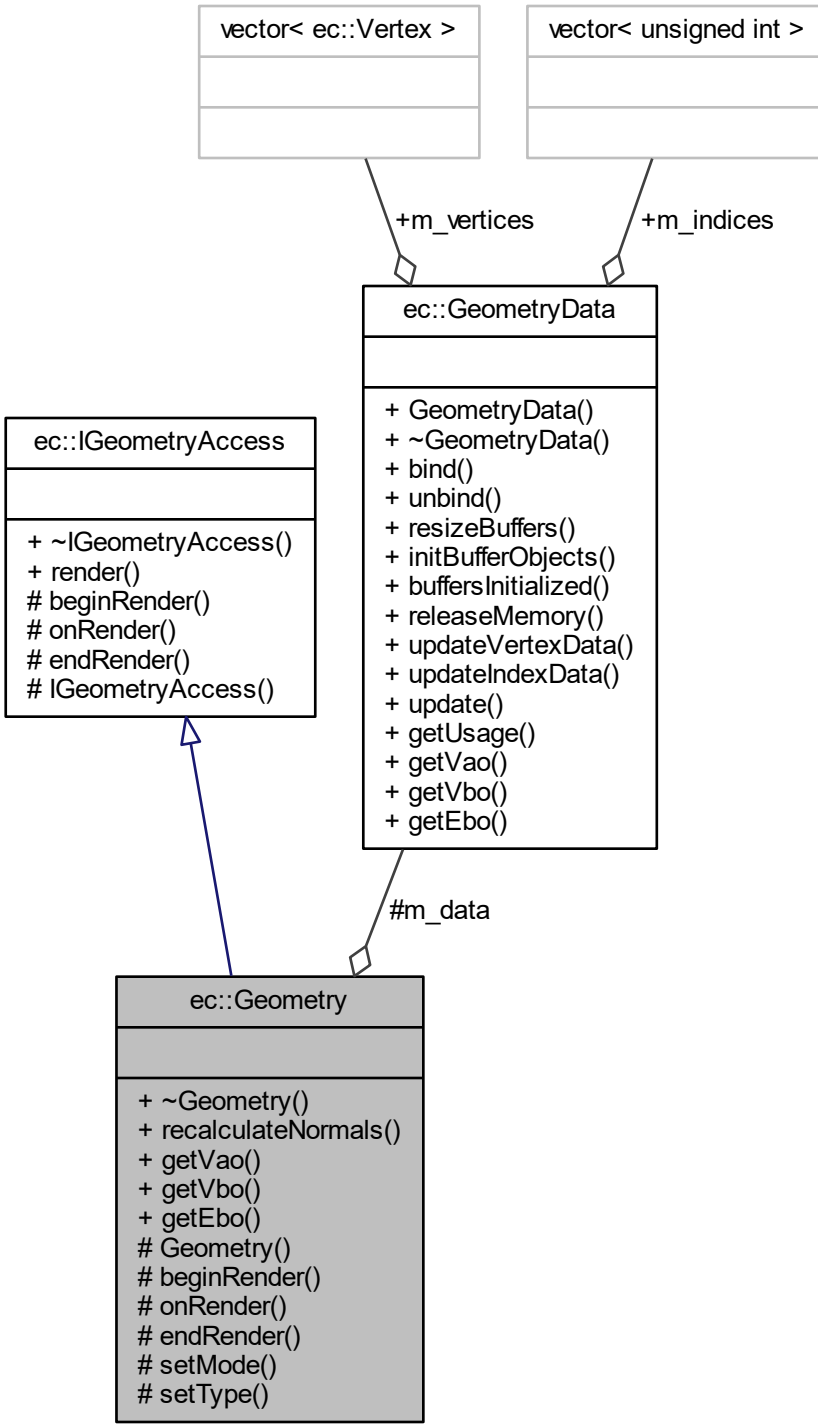
vector< ec::Vertex >
vector< unsigned int >
+m_vertices
+m_indices
ec::GeometryData
+ GeometryData()
+ ~GeometryData()
+ bind()
+ unbind()
+ resizeBuffers()
+ initBufferObjects()
+ buffersInitialized()
+ releaseMemory()
+ updateVertexData()
+ updateIndexData()
+ update()
+ getUsage()
+ getVao()
+ getVbo()
+ getEbo()
ec::IGeometryAccess
+ ~IGeometryAccess()
+ render()
# beginRender()
# onRender()
# endRender()
# IGeometryAccess()
#m_data
ec::Geometry
+ ~Geometry()
+ recalculateNormals()
+ getVao()
+ getVbo()
+ getEbo()
# Geometry()
# beginRender()
# onRender()
# endRender()
# setMode()
# setType()